

CHOCOBO BREEDING

Chocobo breeding plays a major role in the game, without chocobo breeding you can't get certain materias which are very essential in the final battles. Here's a list of things you can get from chocobo breeding:

- HP->MP materia
- Quadra Magic materia
- Mime materia
- Knights of the Round materia
- Omnislash limit break
- W-Summon materia
- Final Attack materia

Fly [YOU NEED/MUST TO HAVE HIGH WIND FOR CHOCOBO BREEDING] to Chocobo Farm and buy six chocobo stable for 10000 Gil. Then buy some greens [THE CHEAPEST ONE] and Chocobo Lure materia from Chocobo Billy. Then pick up the Chocobo Lure materia from the right side of the chocobo stable outside the farm and equip both to someone with high materia growth. Fly to the desert near North Corel and run around the chocobo tracks getting into fights until you find a chocobo with two green bouncing creatures. Use the green you purchased to distract chocobo and kill the creatures around it, then dismount the chocobo and send it to the chocobo farm. Repeat the same four times and head back to the Chocobo Farm.

Save the game outside the farm and talk to Billy, choose 'Moving Chocobo' to examine your chocobos. Choose one good male and one good female and rename them to move them inside, leave the remaining chocobos and exit the farm. If you are having only male chocobos or only female chocobos then reload the game to change their gender. But remember you can't change an average chocobo to good chocobo and a good chocobo to great chocobo, you can only change their gender.

Fly to Mideel and run around the tracks getting into fights, capture four chocobos which comes with sliver spiral worm and send them back to farm. Save the game and ask Billy to examine the chocobos, move one great male and one great female and leave the remaining. Fly to Chocobo Sage house in the north continent and buy two sylkis greens for 5000 Gil, then use the W-Item materia and duplicate them. Exit the house and run around the green patch getting into fights until you find a dragon like creature, steal three carob nuts and return to the farm. Feed each chocobos with 20 sylkis green and fly to Gold Saucer, race all four chocobos to rank B and return to the farm. One more thing, when you win a chocobo race choose GP instead of items because it is the only way to earn GP to participate in the Battle Square and win and Cloud's final limit break.

Fly back to the farm and save the game. Talk to Billy about mating chocobos and he'll tell you to choose the chocobos, choose good male chocobo and great female chocobo and give them a carob nut. If you are lucky then you'll get a blue chocobo, if not then reload the game and try again until you get one. Once you get a blue chocobo, Billy will tell whether it's a male or female. Save the game and repeat the same for the other two chocobos to get a green chocobo. Remember you need to get the opposite gender of the blue chocobo, if you have a blue female then you need a green male. Keep reloading the game until you get both the chocobos.

Once you get the green and blue chocobos, leave the yellow chocobos and save the game. Feed 50 sylkis green to both the chocobos and race them to rank A. Save the game and talk to Billy, choose both chocobos and give them the final carob nut to get a black chocobo. Examine the chocobo and save the game. Fly to I cicle Inn and land your ship in the green patch. Run around the tracks getting into fights until you find a chocobo with two rabbits, capture it and send it back to the farm.

Save the game and ask Billy to examine the chocobo, you need an opposite gender of the black chocobo. If both the chocobos are of same gender then reload the game until you get it right. Feed 99 sylkis green to each and race them S class. Fly to the Goblin Island in the north continent and steal a zeio nut from the goblin like creature, return to the farm and save the game. Talk to Billy and choose the black and wonderful chocobos and give them the zeio nut. If you are DAMN TOO LUCKY then you'll get a gold chocobo.

If you are still having trouble then let me explain it in simple language:

- Rank B good male chocobo + Rank B great female chocobo + Carob nut = Blue chocobo
- Rank B great male chocobo + Rank B good female chocobo + Carob nut = Green chocobo
- Rank A blue chocobo + Rank A green chocobo + Carob nut = Black chocobo
- S class black chocobo + S class wonderful chocobo + Zeio nut = GOLD CHOCOBO

FINAL FANTASY VII

Once you get the gold chocobo, there are a lot of things to do. First head to the east of North Corel and you'll see a cave near the river, enter the cave and pick up the HP->MP materia. Then travel to Wutai and you'll see a cave in the far south behind the rocks, dismount your chocobo and pick up the Quadra Magic materia. Next head to of Mideel and climb the mountains in the east, enter the old reactor to find the Mime materia. Finally travel to the northeast of The Crater and you'll see a round island, ride your chocobo to the centre to get the Knights of the Round materia [THE MOST POWERFUL MATERIA IN THE GAME].

Then go to the Battle Square in Gold Saucer, if you have exchanged the items for GP then you'll have enough money to enter the competition. Enter the competition and win enough BP to purchase Omnislash and W-Summon materia, exchange the BP for the items and save the game. Then return to the square and talk to the receptionist, enter the special round and win all eight rounds to receive Final Attack materia. If you haven't won an S class race then use the gold chocobo and win it.

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Contact me at: gamingdragon@gmail.com <http://gamingdragons.blogspot.com/>